

Alfred's

Trumpet

Level 2-3



THE HOBBIT

THE MOTION PICTURE TRILOGY

INSTRUMENTAL SOLOS

Score Composed by
HOWARD SHORE

Arranged by Bill Galliford and Ethan Neuburg
Recordings Produced by Dan Warner, Doug Emery and Lee Levin



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OLD FRIENDS

Track 4: Demo
Track 5: Play-Along

Music by
HOWARD SHORE

Slowly (♩ = 80)
(Tempo click)

1 *legato*

Musical notation for the first section of the piece. It consists of five staves of music in 4/4 time, starting with a key signature of one flat (Bb). The first staff begins with a tempo marking of 'Slowly (♩ = 80) (Tempo click)' and a dynamic marking of 'mp'. The music is marked 'legato'. The notation includes various rhythmic values such as quarter notes, eighth notes, and sixteenth notes, along with rests and slurs. The section concludes with an 'accel.' marking.

21 A little faster (♩ = 104)

Musical notation for the second section of the piece. It consists of four staves of music in 4/4 time, starting with a key signature of one sharp (F#). The first staff begins with a dynamic marking of 'mp'. The music is marked 'A little faster (♩ = 104)'. The notation includes various rhythmic values such as quarter notes, eighth notes, and sixteenth notes, along with rests and slurs. The section concludes with a dynamic marking of 'mf'.

THE RETURN JOURNEY



Music by
HOWARD SHORE

Slowly (♩ = 60)

3

legato

The musical score is written in treble clef with a key signature of one sharp (F#). It begins with a 4/4 time signature, which changes to 5/4 in the second measure. The tempo is marked 'Slowly' with a quarter note equal to 60 beats per minute. The score consists of seven staves of music. The first staff starts with a measure rest, followed by a 5/4 measure rest, and then a 4/4 measure. The first staff includes dynamics *p* and *mp*, and the instruction *legato*. The second staff ends with a dynamic of *f*. The third staff starts with a measure rest and includes a dynamic of *mp*. The fourth staff starts with a measure rest and includes a dynamic of *mp*. The fifth staff includes a dynamic of *mp*. The sixth staff includes a dynamic of *mp*. The seventh staff includes a dynamic of *mp*. The score uses various musical notations including slurs, accents, and dynamic markings.